Welcome to Crystal Caliburn

English

This booklet tells you how to install and play Crystal Caliburn. It also describes some of the major game features and gives simple troubleshooting tips. With these instructions, you can start playing the game and become a “Pinball Wizard” in no time at all.

License Agreement
By opening the LICENSE AGREEMENT envelope, you are agreeing not to make copies of the Crystal Caliburn program for any use other than your own backup copy.

Quit

System Requirements

Media: Crystal Caliburn is shipped on one 3.5" HD (high density) disk. If you have a PC model which can't read this disk, contact your retail store (*or local distributor shown on the last page*) to receive 5 1/4" disks. Please have your serial number handy.

Processor: You must have a 386 DX-33 MHz or faster processor.

Hard drive: Crystal Caliburn must be installed on your hard disk, and requires 1.7 MB of free disk space.

Monitor: Requires a 256 color display with a minimum resolution of 640x480 pixels (SVGA). If you have 8 MB of RAM or more and a fast processor, you may run at 800x600 or higher resolution and 256 colors. At 640x480 resolution, the playfield will scroll up for a plunger shot, and then scroll back down during play. At higher resolutions, the playfield will not scroll, and the screen outside the playfield can be blacked out.

Operating system: Microsoft® Windows 3.1 running in enhanced mode.

RAM: Minimum 4 MB total RAM (see Optimizing Performance).

Sound card: A Sound Blaster™ or Windows compatible sound card and external speakers are required. The PC speaker is not supported. Without a sound card, you can play the game, but you'll have no sound.

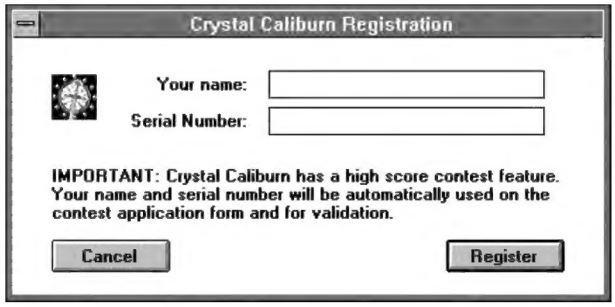
Installation Procedure

It is recommended that you disable anti-virus software before installing.

1. Start Windows and insert the Crystal Caliburn disk in drive A or drive B. Then, in the Windows Program Manager, choose Run from the File menu. In the command line box, type a:setup if you put the disk in drive A or type b:setup if you put the disk in drive B. Choose the OK button.

2. When Setup starts, follow the instructions on the screen. You'll be prompted to supply the path to the directory where you want to install Crystal Caliburn. Choose Continue to accept the default path of C:\CCWIN or enter a new drive and/or path name. It will take a few minutes as Setup decompresses and copies your files to the hard disk. (If reinstalling, you will not lose your previous high score file!)

3. If Setup is successful, you will see the dialog box above. Double click on the "Crystal Caliburn™ 1.03" icon to start the game. The first time, you must register by entering your name and serial number which is found on the back cover of this manual. Enter all characters of the serial number including the dash. You can use either upper or lowercase letters to enter the serial number, but no extra spaces should be inserted between letters and numbers. Click the register button when finished. You're ready to play!


Crystal Caliburn Registration
Your name:
Serial Number:
IMPORTANT: Crystal Caliburn has a high score contest feature. Your name and serial number will be automatically used on the contest application form and for validation.
Cancel
Register

Optimizing Performance

There are several factors which influence the speed and smoothness of the ball movement in Crystal Caliburn—the speed of your computer's processor, the amount of real memory available to Windows and your sound card and video card drivers.

Speed - The speed of the ball is normalized for different speed computers so that it moves at a similar speed on all computers. Crystal Caliburn requires a 386 DX-33 MHz or faster processor to properly animate the ball and play the sound effects. The 386 SX and 386 SL processors are too slow and are not supported.

Memory - Because Windows uses virtual memory, Crystal Caliburn will load and play on most systems. But to get smooth ball movement, Windows must have at least 3 MB of real memory. You may check this by exiting Windows and entering the MEM command at the DOS prompt. Even on 4 MB systems, there may be less than 3 MB of total memory free. If so, you need to free up memory or add memory to your system. If the ball is not moving smoothly or hesitates occasionally, and you see your disk access light coming on at the same time, Windows is accessing virtual memory and reading from the hard disk. This causes the ball to stop momentarily. The ball hesitation may go away after a few minutes of play if Windows is able to bring all active memory pages into real memory.

To make more memory available to Windows, exit other applications and close all other windows except the Program Manager before starting Crystal Caliburn. Remove memory-resident programs from your system. For additional information on optimizing performance and freeing up memory, see the Error Message & Troubleshooting section.

Video and Sound Cards - If you have sufficient memory and continue to experience jerky or uneven ball movement, make sure you've installed the latest drivers for your video and sound card.

Operation

Basic Playing Instructions

Crystal Caliburn recreates the experience of arcade pinball as fully as possible. Just like in the arcade, to play you must first insert coins and start a new game. Then use the plunger to launch the ball and the flippers to keep it in play. Also, like in the arcade you can nudge the table to affect the ball, but be careful—too much nudging and you'll Tilt!

Insert Coin: <Ctrl> + I

Start New Game: <Ctrl> + N

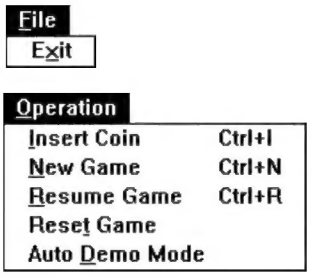
Left Flipper: Z

Right Flipper: /

Nudging: <Space bar>

Plunger: <Shift> The longer you hold down the key, the stronger the shot

Enter High Score: Left and Right Flippers scroll through the alphabet, <Space bar> selects a letter, ESC key enters name.



Menus

(Note: Online HELP is available by pressing F1.)

Exit: exits the application.

Insert Coin: adds a credit each time chosen. One credit is required per player per game.

New Game: starts the game.

Resume Game: resumes paused game. There is a three second countdown before action begins.

Reset Game: aborts a game in play and clears all counters. First press the ESC key to pause the game and then choose Reset Game.

Auto Demo Mode: begins an automatic demonstration of Crystal Caliburn. When you are in the Auto Demo Mode, pause with the ESC key. Choose Reset Game to exit the demo mode.

Effect Sounds: turns game sound effects on and off.

BGM Sounds: turns the background music on and off.

Maximize on Play: when chosen, a check mark appears next to the command. At the 640x480 display resolution this command is automatically on and grayed out in the menu. At 800x600 or higher resolutions, the Crystal Caliburn window will be maximized on play (i.e. all areas outside the playfield will be blacked out).

Record Score in Log File: when this option is chosen, all scores will be recorded in a text file (C:\CCWIN\CCWLOG.TXT). Use this file to review your progress. You can open and print this file using Notepad or a word processor.

Choose BGM Version A or B. Version A is the default.

BGM Version A: is designed and optimized for FM sound systems such as Sound Blaster™ Pro and compatible sound cards.

BGM Version B: is designed and optimized for music synthesizers such as the Roland SC-55.

Single Player, Two Player, Three Player or Four Player: choose one to determine the number of players in the game. Each player alternates turns playing. Remember, you must have at least one credit per player.

Assign Extra Keys: allows the assignment of new keys to operate the flipper, plunger and nudging keys. See the section Assigning Extra Keys in this section.

Create HighScore Report: creates a file (C:\CCWIN\CONTEST.TXT) that records the four current high scores in a verifiable format for entering the HighScore Contest. Use the Notepad text editor to print this report. See the section—HighScore Contest for details.

Other Controls

Pausing - During a game, the ESC key pauses the action. You may go to other applications while the game is paused, and resume where you left off by choosing Resume Game from the Operation menu.

Nudging - Pressing the space bar will “nudge” the table. Arcade players actually push the table and use their body weight to influence the path of the ball. If you nudge for too long or too often, you will get a warning before the game “tilts”. If you tilt, you will lose one ball, but not the whole game.

Status Report - You can get a status report by holding one of the flippers for eight seconds. It’s best to do this while cradling the ball with one of the flippers. The status report will tell you how many balls are locked, how many extra balls you have, and the status of your Bonus, Bonus Multiplier, Battle Bumpers, and the Jackpot. Current high scores will also be listed.

New High Score

If your score is one of the four highest, the program will prompt you to enter your name for the high score roster. Crystal Caliburn simulates arcade pinball machines by using the flippers to spell out your name. To do so, use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <Space bar> to advance to the next letter, <Back space> to back up a letter. Press the ESC key or space to the end of the line to finish entering your name.

Assigning Extra Keys

This feature allows you to customize the Crystal Caliburn operation keys to your playing style. The original keys will remain active after you assign new keys.

After choosing Assign Extra Keys from the Option menu, you will be asked to designate new keys for the Left flipper, Right flipper, plunger and nudging. Enter the key for each field of the dialog box you want to change, then choose OK. Use the Clear All button to clear all but the original keys.

If you want to change only one or two keys, just enter those keys. You can even play the game with one finger! Use the Assign Extra Keys function to assign the right flipper, left flipper, and plunger all to the same key.

On keyboards which have the Shift, Ctrl and Alt keys on both sides of the keyboard, the left and right keys do not work independently. For example, if you assign the left Shift key to the left flipper, both Shift keys will activate the left flipper. This is a Windows limitation, so assign your keys carefully.

Crystal Caliburn Features and Rules

Crystal Caliburn was designed in the style of 1980's pinball machines: powerful flippers, a fast-moving ball, 3-D ramps and underground tunnels, and multiball play. The playfield has many sophisticated features which you can use strategically to get high scores.

Crystal Caliburn is a three-ball pinball game. You can also be awarded extra balls during a game when the extra ball light is on.

See in the back of this manual for a numbered diagram of the playfield.

Shields

When the Left (Y1) or Right (Y2) Shield light is lit, the ball is automatically kicked back out of the Out Lane. To revive the shield, shoot the Glass Island Ramp (5) or the Camelot Castle Ramp (11) to re-light "Lite Shield" (T1 or T2) in the return lane. The next time the ball passes through that return lane, the shield is re-lit.

Spot Targets

Hitting all targets in a group completes that Spot Target Bank and activates special features and bonuses. Complete the Left or Right Bank (9 or 10) and then shoot the Glass Island Ramp. You will win whichever Flashing Award is illuminated (O and Q).

Multi Battle

Multi Battle requires you to keep two or three balls in play simultaneously. Multi Battle begins when you lock three balls in lighted holes (3 and 12) or in the Dragon Cave (2).

Quick Move

Score points for completing combination shots within a limited time. Shoot the Turn Over Lane twice, or shoot the Glass Island Ramp immediately after the Camelot Castle Ramp.

Excalibur Field Multiplier

Advancing the Excalibur Field Multiplier (X) increases the value of all scores except bonus points. First, complete the Glass Island Spot Target Bank (6) to light Get Powered Excalibur (M). Now shoot the Glass Island Ramp (5) to advance the multiplier.

Accolade Knights

Light the Accolade Knight Indicator (H) by completing any Spot Target Bank, completing the Top Lane (1), or passing through the Return Lane (15, 18). Now shoot the Camelot Castle Ramp (11) to light a Knight (I-XII).

Holy Grail

If you gain all twelve Knights, the Get Holy Grail Light (N) comes on and stays lit until you lose the ball in play or win the Grail by shooting the Glass Island Ramp (5). If you get the Grail you're awarded 500,000 points, but the final challenge awaits you. The Bring Grail to Castle Light (J) comes on—now you have 5 seconds to shoot the Camelot Castle Ramp (11) to receive Grail Power and win incredible points and bonuses!

Error Messages and Troubleshooting

A common source of problems is not having a computer which meets the system requirements and problems with insufficient memory. If you have less than 4 MB RAM, you must add memory to your system. Computers with 4 MB RAM may experience jerky or uneven ball movement due to insufficient memory if your computer is loaded with other drivers and memory-resident software. First check that your computer meets the system requirements.

Processor speed - Your computer must have a 386 DX-33 MHz or faster processor such as a 486 or Pentium processor. Slower processors such as a 386 SX20 or the 386 SL20 in laptops are not supported. If your computer is too slow to run Crystal Caliburn, your retailer should give you a refund or exchange.

Display - On 4 MB systems, you should use 640x480 resolution and 256 color mode. If you have 8 MB or more of RAM, you can use 800x600 resolution and 256 colors.

Sound - Update to the latest version of sound driver software. You must have a sound card with external speakers to get sound. Experiment with the different versions (A or B) of Back Ground Music (BGM) in the Option menu to see which works best with your sound card.

Windows Multi-tasking - To get the maximum speed from your PC, exit all applications, except Program Manager, before running Crystal Caliburn. This will also help in maximizing memory available. Because Windows is a multi-tasking operating system, several applications may work concurrently, but each application will run slower.

Memory - Windows needs 3 MB or more of free RAM for Crystal Caliburn to animate the ball and play sounds correctly. Windows supports the use of virtual memory which is different than real memory. Virtual memory uses a portion of the hard disk to swap memory back and forth to simulate additional real memory. This works well in most applications, but it is not fast enough to keep up with smooth ball animation necessary in Crystal Caliburn. It is important to give Windows as much real memory as possible, so that it seldom has to use virtual memory page swapping when running Crystal Caliburn.

You may check to see how much RAM Windows has to work with by Exiting Windows and running the MEM command from the DOS prompt. The Total memory - Free column should be over 3000K for Crystal Caliburn to run smoothly.

Your CONFIG.SYS and AUTOEXEC.BAT files contain commands which start up other applications, memory-resident programs, RAM disks, and drivers. To free up memory, you may want to eliminate the use of a RAMDrive if present. If you use EMM386.EXE or other expanded memory emulators, decreasing or disabling the expanded memory may improve performance. SMARTDrive helps speed up disk access, but also takes real memory away from Windows.

For more detailed information about memory, please refer to the the chapter "Optimizing Windows" in the Microsoft Windows User's Guide.

Error Messages

Crystal Caliburn has not been installed properly.
Please reinstall from the master disk. This error may occur if you have copied Crystal Caliburn to a new computer. If Crystal Caliburn has been copied or moved to a new computer via an external hard disk, it will not run. If you have made a hardware upgrade, you may also need to reinstall from the master disk.

Invalid serial number.
Please check the serial number on the back of this manual and try again.

You do not have enough disk space to install all of the files you have selected.
Please indicate a new hard drive and path name, or free up disk space and try again.

Could not complete application.
There is insufficient memory left in the heap zone.
-or-
A resource was not found.
-or-
Too many timers installed. Demonstration during idle time cannot be performed.

Application file is damaged.
Error in reading resource from file. Application file may be damaged. Please reinstall from the master disk and try again.

Cannot find file "CCSND.DLL".
Please make sure the path and file name are correct and that all required libraries are available.

Please fill in both your name and serial number.
You must fill in both fields.

Crystal Caliburn cannot play Effect Sounds.
No WAVE sound driver/card is installed on your system. Effect Sound setting is turned off automatically. Please turn it on after installing WAVE sound driver/card

Crystal Caliburn cannot play Music.
No MIDI sound driver/card is installed on your system. BGM Sound setting is turned off automatically. Please turn it on after installing MIDI sound driver/card.

Crystal Caliburn could not play Effect Sounds.
There is no driver installed on your system
-or-
The specified device is already in use. Wait until it is free, and then try again.

Crystal Caliburn could not play Music.
There is no driver installed on your system.
-or-
Cannot find the specified file. Make sure the path and file name are correct.
-or-
The specified device is already in use. Wait until it is free, and then try again.

Not running on a 386 DPMI implementation.
You are not running in 386 enhanced mode. Standard mode (/S) is not supported.

Troubleshooting

Q: Crystal Caliburn worked fine yesterday, but today I get an "Application file is damaged ..." error message. What happened?

A: A couple of things could have happened. First and most serious is the possibility of a virus infection. Disinfect your hard drive using a good virus checking program. If you were infected, reinstall Crystal Caliburn after you have cleaned your hard drive. Another possibility is if you changed or updated your computer hardware from the last time you played. If this is the case, reinstall from the master disk. (Crystal Caliburn configures itself to your exact environment and will be affected by a hardware change.)

Q: What do I do if I don't have a 3.5" HD floppy drive?

A: Ask for the disk exchange service (*see Installation section*). You will be sent two 5 1/4" disks with installation instructions.

Q: Crystal Caliburn is installed on my external hard disk. I attached the disk to a new computer and Crystal Caliburn won't run. What happened?

A: Reinstall from the master disk onto the new computer. (Crystal Caliburn configures itself to your exact environment and will not run on a different CPU until you reinstall.)

Q: I've entered the serial number exactly as it is on the back of the manual, but why won't it work?

A: Serial numbers are 16 characters long. Make sure you enter ones as "1" and not "L". The full serial number is made up of numbers, letters, and a dash. Also, there should be no blanks between characters or blanks at the end of the serial number.

HighScore™ Contest

Crystal Caliburn is designed with a unique high score authentication capability built into the game. A special internally generated confirmation number is recorded with each of your scores. You may compete from your home with others anywhere in the world.

StarPlay has designed a set of HighScore™ T-shirts only available to players who reach certain high scores. Each of the three HighScore T-shirts has a special logo indicating you are in an elite club of pinball players. Attractively designed and made of 100% cotton, they have a small design on the front and a larger design on the back.

Each month the top 10 scores submitted in the 13 and over category and the top 3 scores from players in the 12 or under age category will receive their HighScore T-shirt free of charge (or a Crystal Caliburn T-shirt if you don't break 50M). Don't worry, if you've already sent in your money for a T-shirt, you will be mailed a full refund! Only the thirteen winners will be notified by mail. (Expect a score above 150M to reach the top 10).

A listing of the top scores for the month and a list of the all time 100 high scores is posted to America Online (Kywd: MGM; Software Libraries; New Application Files) and CompuServe® (GO: GAMAPUB; Browse Libraries; Other Publishers [16]) each month. The posting is normally done about 15-20 days after the close of the month.

HighScore T-shirts are available only to players who obtain scores of 50,000,000, 100,000,000, or 250,000,000 points. They may be ordered for a special price of $12.50 in the US and $17.50 outside the US (shipping included). Not for sale otherwise.

You must mail or fax (303) 447-2739 StarPlay a printout of your HighScore report. Create the report by choosing Create HighScore Report from the Option menu. Use Notepad to print the report. When submitting your HighScore report, indicate your T-shirt size (S,M,L,XL,XXL), name, address, phone, and age if 12 or under. You may pay by VISA, MasterCard or equivalent credit card. Include your card number, card name, and expiration date.

Restrictions:

StarPlay will make the final determination on who is awarded a T-shirt, and reserves the right to cancel the contest without notice. You must be registered to receive a HighScore™ T-shirt. Only one T-shirt will be awarded free to each registered user.

Technical Support

StarPlay provides Technical Support free of charge to registered users of Crystal Caliburn. First, review the sections—Installation, Operation, and Error Messages and Troubleshooting. When you call, if possible, be at your computer with Crystal Caliburn loaded. Also, please have the following information at hand:

- Your serial number. (located on the back cover of this manual)
- Model of computer and processor type. (386 DX33)
- Version of DOS. (type the VER command at the DOS prompt.)
- Type of sound card.
- Display resolution and number of colors being used.
- Amount of RAM in your computer. (Exit Windows and run the MEM command from the DOS prompt. Jot down the total amount memory available and the free memory available.)

First, contact the store where you purchased your software for technical support. You may also contact the local distributor for your country. See the last page of this manual for address and telephone information. If you want to call the US technical support office, we can be reached Monday through Friday, 7 AM to 6 PM Mountain time, at (303) 339-7016.

Lights

A: Top Lane

B1–B3: Lock

C1–C3: Extra Ball

D: Dragon Million

E: Devil Dragon Spot Target Indicator

F: Merlin Spell

G: Glass Island Spot Target Indicator

H: Accolade Knight

I: Jackpot

J: Bring Grail to Castle

K1, K2: Ramp Score Indicator

L: Get Flashing Award

M: Get Powered Excalibur

N: Get Holy Grail

O: Flashing Award (Left)

P: Magic Shield

Q: Flashing Award (Right)

R: Magic Spear

S: Flashing Award Spot Target Indicators

T1,T2: Lite Shield

U: Bonus Hold

V: Auto Battle

W: Shoot Again

X: Excalibur Field Multiplier

Y1,Y2: Shield

Z: Turn Over

I–XII: Knight Value Indicator (Round Table)

Ramps; Lanes; Banks

1: Top Lane

2: Dragon Cave Underground Lane

3: Top Hole

4: Turn Over Lane

5: Glass Island Ramp

6: Glass Island Spot Target Bank

7: Bumper

8: Devil Dragon Spot Target Bank

9: Left Spot Target Bank

10: Right Spot Target Bank

11: Camelot Castle Ramp

12: Merlin Hole

13: Sling Shot

14: Left Out Lane

15: Left Return Lane

16: Left Shield KickBack

17: Right Out Lane

18: Right Return Lane

19: Right Shield KickBack

20: Flipper

21: Out Hole

22: Plunger Lane

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